Ahmed Shabib

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Technical Skills

Languages: JavaScript, TypeScript, React, Node, Python, C/C++, CSS
Frameworks/Libraries: React, Redux Toolkit, RTK Query, Formik
Other Skills: Object-Oriented Programming (OOP), Data Structures, Problem Solving

Experience/Projects

Dubizzle Labs   **Sep 2022 – Present**
Software Engineer   *Lahore, Pakistan*

Seller Center (OLX)
- Developed a robust product management software **Seller Center**, for OLX where sellers will have stores online to sell their products to customers.
- I lead a Front-end team of 3 developers for this project.
- Developed a dynamic form just like Shopify's add product form where users can add products. We used formik to develop dynamic forms.
- Used Antd design on the front end to develop design components.

Jarvis CRM
- I worked on one of the company's flagship CRM **Jarvis** - a B2B product used by the business team of multiple tenants like (OLXPK, OLX-BH, OLX-EG, Bayut-KSA, Bayut-EG), etc. I worked on the front-end team.
- Developed information-rich visualization and data reports using graphs and tables, we used the Antd graphs library for graph visualizations
- Developed a task module where users can punch their completed tasks like sales, calls to the clients, meetings, etc on the platform, allowing for accurate record-keeping.

Dubizzle CRM
- I was part of the front-end team where I worked on an in-house multi-tenant application using **ReactJS** (Front End) and **Ruby on Rails** (Backend), encompassing three platforms: CRM, Auction, and Inspection.
- This project had a single codebase that supports the trade of cars across multiple platforms, including OLX, Kaidee, and Dubizzle.
- I was part of an agile team of 10, and one of my first tasks was to migrate the product's code base to the newest technologies, including Redux Toolkit and RTK Query, to streamline server-side data fetching and data caching mechanisms, thus enhancing the user experience.
- Developed seamless integration between the CI/CO system and existing inventory management software, allowing for automatic updates and accurate record-keeping

Personal Projects/Awards & Achievements

Sudoku solver │ *Python,* pygame
- Sudoku game was implemented in Python, and GUI was implemented in Pygame.

Chess Engine │ *Python*
- A game of Chess coded in Python using the MiniMax algorithm and Alpha-beta pruning algorithm

Linux Shell │ *C*
- Implementation of a shell in C to provide an interface between the user and the kernel to execute programs called commands

Education

FAST NUCES University   **Sep 2018 – Jun 2022**
Bachelor of Science in Computer Science   *Islamabad, Pakistan*